Age of Conan:
Temple of the Ape God

Treachery

4 2 3

Chests:

Copper 1: 1 Conquest Token, 1 Copper Treasure.
Copper 2: 2 Conquest Tokens, 100 Coins, 1 Copper Treasure, 1 Invulnerability Potion.
Copper 3: 2 Conquest Tokens, 2 Healing Potions, 1 Copper Treasure.
Silver 1: 2 Conquest Tokens, 1 Curse, 1 Silver Treasure, 1 Invulnerability Potion.
Silver 2: 3 Conquest Tokens, 2 Curses, 1 Silver Treasure.
Silver 3: 1 Conquest Token, 1 Silver Treasure, 150 Coins.
Gold 1: 2 Conquest Tokens, 2 Curses, 1 Gold Treasure, 1 Invulnerability Potion.
Gold 2: 2 Conquest Tokens, 1 Curse, 1 Gold Treasure, 1 Invulnerability Potion.

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New Scenario

By Dean Morgan

Scenario Background

Age of Conan--Temple of the Ape God

"Let me live deep while I live; let me know the rich juices of red meat and stinging wine on my palate, the hot embrace of white arms, the mad exultation of battle when the blue blades flame and crimson, and I am content."
--Conan from "Queen of the Black Coast" by Robert E. Howard

Conan, known as Amra the Lion in the Black Kingdoms south of Kush, is captain aboard a buccaneer vessel looting and plundering the nations that boarder the Western Ocean. The mighty Cimmerian and his crew run afoul of Stygian war galleys, forcing an expeditious withdrawl into the dark, demon haunted jungles of the Black Kingdoms. For many days Conan and his crew sail up a wide river into the steaming jungles, looking for a safe haven to moor their vessel for repairs. Conan, standing proud upon the deck, a mighty broadsword strapped across his back, wears a grim expresion on his face. His crew is growing restless the deeper they travel into the jungles. Warlike savages have been dogging their movements up the river from the shores, occasionally launching an arrow or dart at his ship, The Kestral. At night the jungle is filled with all manner of disturbing sounds; vicious roars and growls, as well as a sound deep and gutteral, like a grating voice whispering dark spells in a forgotten language. Conan has seen what horrors lurk in the mist shrouded jungles of the Black Kingdoms. He has seen winged apes flying naked in the moon, and he has dreamed the dreams of the black lotus.

Eventually the unknown river the Cimmerian and his crew are traveling widens dramatically, and a stretch of beach is visible on the southern shore. The Kestral is beached, and Conan sends scouts out into the emerald forests to forage for food and supplies. As the sun sets in the east, painting the sky purple and orange over the lush green jungle, screams are heard in the distance. Conan, with the speed of a panther, draws his blade and stands defiantly on the main deck, his bronzed muscles tensed and his jaw clenched; a primordial image of barbariac fury poised to strike. His crew follow his example, and the scrape of metal rings out over the splashing of water against the ship as tulwars are drawn and spears are lifted, their points gleaming in the silvery light of the rising moon.

Rushing onto the beach from the surrounding jungle run Conan's scouts. Their ranks are noticeably thinned, and the remaining sailors are covered in blood. The whites of their eyes, open in stark terror, are clearly visible. Also visible in their eyes Conan sees the signs of madness. Suddenly, a great black shape rushes out of the jungle and sets upon the fleeing scouts with brutal ferociety. Conan and his crew watch helplessly as the shadowy form rends and tears Conan's scouts to pieces. The great black shape, lumbering and huge, stands on the beach after the carnage, apparently glaring at The Kestral and her crew. With a grunt, the shape lumbers back into the jungle without a sound, leaving red ruin in its wake.

His blue eyes burning with rage, the Cimmerian gathers supplies for a trek into the jungle. Despite his barbarian's fear of the supernatural, he knows his ship and crew will not make it back to "civilized" lands without re-supplying. The jungle, demon haunted or not, can supply all their needs. Conan picks some of his best and bravest men to accompany him on his trek into the jungle. He sees that the remains of his scouts on the beach are properly buried. He then takes a deep draught from his wine skin and wipes his massive arm across his mouth, smacking his lips in appreciation. He pulls out his sword and begins to sharpen it while staring into the plutonian darkness. He has encountered little in the world that steel could not cut. If the shadowy, lumbering form that tore his men limb from limb could not be harmed by steel, then to Valhalla with it! Crom would give him the strength to kill the fiend, or to die a glorious death in battle.

The following day, as dawn broke in flaming ribbons in the west, Conan and his men set out. For several hours they traveled deep into the jungle. The trees towered over them, and the forest path was thick and overgrown. Eventually they came over a rise offering Conan and his men a view into a vast green valley below. Sticking up over the tops of the trees, like the finger of some ancient god, the stone ruins of a temple were clearly visible. The hairs on Conan's neck stood as his barbarian's fear of the supernatural crept up his spine. Whatever god the temple was built to honor, it stank of wizardry and magic. Surely, however, the temple held many secrets, and likely a plentiful amount of treasure. Casting his fears aside, Conan slashed at a dangling vine and pushed on into the valley, heading for the temple. In the distance the cry of a gorilla echoed through the jungle.

Mission Goals

This quest takes place in the Hyborian Age of Conan the Barbarian, created by Robert E. Howard. Your goal is to enter the temple and discover its mysteries, collecting as much treasure as you can along the way to aid in the re-supply of The Kestral. Ancient, pre-Atlantean glyphs of transport can be found in the temple, and these mysteriously transport you to a nearby village of friendly natives. The village shaman can open and close the village glyph of transport, allowing you to re-enter the temple from the village. However, the villagers express deep dread of the temple and speak of it only in hushed whispers. However, the villagers have conducted trade with men from civilized lands, and they have fine wares to offer.

You start with 8 conquest tokens. If you ever run out of conquest tokens, you have failed in your quest. Now, let me tell you of the days of high adventure....

Special Rules:

This is a custom quest for Descent, and it requires the Well of Darkness and Altar of Despair expansions to play. However, lacking one of these expansions, a creative overlord can easily adapt his available game components to be compatible with this quest. This quest has some complex functions within its area descriptions, and the overlord should read the quest carefully before playing it to ensure he understands all the mechanics unique to this quest.

Monsters: To keep with the theme of this quest in the Hyborian Age of Conan, do not use beastmen, ogres, giants, trolls, kobolds, manticores, or deep elves in this quest. If you draw a card with these monsters on it from the invader deck, discard them for their threat value, and draw another card. Obviously, don't purchase cards of this type when spending treachery (such as "Lone Troll").

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--Sorcerers and Dark Priests: For thematic purposes, sorcerers and dark priests are evil shamans that worship the ape god, Gullah. The master sorcerer icon that appears in area 5 on the map represents a master dark priest instead of a sorcerer.

--Skeletons: Skeletons represent savage cannibals that also worship the ape god. Because of this, skeletons do not have the undying ability (though the master sorcerer can use this ability). These natives use poisoned arrows, so give all skeletons and master skeletons the "poison" ability. You can use alternate miniatures to represent these changes if you have them, otherwise, the stock Descent miniatures will do. Keep in mind as the overlord, however, to indicate the type of foe the heroes are actually facing for purposes of mainting theme and atmosphere.

--Beastmen: The beastmen appearing on the map actually represent blood apes. This works in the heroes favor since Descent includes more beastmen than it does blood apes. If all your blood apes are in play and the quest calls for more, you cannot spawn more until some of the in-play blood apes are killed off. This is only a slight advantage to the heroes, however, as blood apes are noticeably tougher than beastmen.

--Hell Hounds: Hell hounds represent rabid hyenas. The statistics for a hyena is the same as the statistics for a hell hound, though they do not have the breath ability, and their attack is a melee attack only.

--Giant: The map shows the final enemy the heroes must face in area 5 as a giant. This final foe is actually a giant ape. Use an appropriate miniature if you have one to represent this, or a master blood ape miniature would also work. This giant ape, however is not a blood ape, but an aspect of one of the Hyborian ape gods known as Gullah. Though Gullah is commonly known to be worshipped by the Picts far to the north, this diety is not unknown in the Black Kingdoms. The Picts sometimes refer to Gullah as "the hairy one who lives on the moon." To reflect the savage power of this avatar of Gullah, use the master giant statistics. In addition, because this giant ape is not wholly physical, but partially spiritual, it also has the undying ability.

--Ferrox: These are strange jungle beasts. No change to their statistics are necessary for this quest.

--Golem, Naga, Chaos Beast, Demon, and Dragon: No change to the golem or naga statistics, and the demon and dragon are not used in this quest.

--Razorwings and Bane Spiders: No change to razorwings, though they represent giant vampire bats. No change to bane spiders, though they represent the evil spawn of the Zamoran spider god, Yezud.

Playing as Conan: Use an appropriate miniature to represent Conan. Choose Conan from one of the following heroes only (as these heroes would be a fairly accurate representation of the Conan character): Trenloe the Strong, Lord Hawthorne, or Steelhorns.

Playing as Conan's Crew: Play as any character, but use a human miniature to represent your hero. For example, if you choose to play Kirga, use a human miniature rather than an orc, as orcs do not exist in the Hyborian Age. Also, Conan is fond of the ladies and it would not be uncommon for there to be female crewmembers aboard Conan's ship. For those of you that have read Conan stories, you know that naturally, if the female is comely, the woman likely passed many a lonely night at sea in the arms of the barbarian. Also, for those of you who have read the Conan comics, Red Scorpion is similar to Red Sonja only in appearance, but not in physical prowess...just wanted to mention that for any of you who had that notion.

Invader Deck: All the rules from the main game of Descent and the Well of Darkness and Altar of Despair expansion apply in this quest. Any rules changes or clarifications will be addressed in specific areas of the map. The "Smash" card from the treachery deck can be used in this quest, though the obstacle near the yellow door in "Area 2, West" (to the right of the blue rune key) is a permanent fixture and cannot be smashed. Also, there is a rolling stone trap in this quest that is triggered by events in the quest. When purchasing treachery cards, you cannot purchase the "Rolling Stone" trap, as a trap of this type already exists in this quest.

Terrain: The double stone blocks in area 3, near the normal beastman icon on the map represents an altar of good. The dual stone blocks in area 5 in front of the giant icon on the map represent an altar of evil. The terrain along the north wall of area 3, where the encounter marker and the silver chest are located, cannot be tampered with (for example, the overlord cannot place pit traps in these spaces). Area 4 is a secret area. When setting up the game, do not reveal it until the heroes locate it.

New Area

Start Area

You and your companions walk out of the trees at the base of the temple. You find yourself standing on great, cobbled stone slabs that are partially covered with moss and creeping vines. Before you a cyclopean structure rises high into the sky. The temple is a large edifice made of great, gray stones. To the north a staircase rises up to the main structure beyond a wooden gate that hangs in ill repair. Gigantic columns make up the exterior of the temple, and you can make out shadowy forms moving between these massive supports. You give your sword a couple of practice slashes to feel its balanced weight and to hear it hiss as it slices through the air. You sense that a battle is close at hand. From within the depths of the temple you hear the cries of apes and what sounds like chanting. You see that over the hanging wooden gate there is a stone arch. Carved on the keystone of this arch is a face that is clearly the face of an ape with red jewels for eyes. You move toward the gate, hoping to give these jewels a nice home in your pack, when you hear a distinct barking sound coming from the nearby trees. Turning, you see two huge hyenas step from the surrounding jungle and approach you with drool oozing from their fanged maws and hunger in their eyes.

Once the hyenas are defeated, when a hero is adjacent to the door, give each hero 100-coins to represent the value of the red jewels representing the eyes of the stone ape head.

New Area

Area 1

A great set of stairs rises up out of the jungle, ascending toward the temple proper above. You observe with apprehension that the stairs are covered in places with large spider-webs. You would hate to meet the spider that spun a web so large. Small forest creatures are visible entombed in these webs. Half-way up the stairs a section is missing, fallen into rubble and disrepair. You will have to leap to the other side. As you near the damaged portion of the stairs, however, you see a large, hairy, black shape scuttling to and fro on the opposite side. This fiend is making a terrifying chittering noise. Before you realize what this jungle monstrocity is, silky strands of web fly in your direction, nearly trapping your sword arm.

Giving Ground--The heroes must use magical weapons or ranged weapons to defeat the spider before they can cross the pit. However, if your players did not select heroes with any ranged or magical abilities, then as the overlord, you must move the spider back one space, allowing the heroes to jump across the pit on their turn so they can engage the spider in melee combat.

Important: Once the spider is defeated, read the following:

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You stand in a central area of the temple. Gigantic columns rise high into the sky overhead. Great clinging vines encircle these columns, and the many cracks and missing chunks in the supports attest to their age. Periodically a colorful parrot will fly between the towering structures, and looking between the coulmns you can see the misty upper canopy of the jungle. Along the north wall is a fantastic statue, made of pure crystal. The statue is that of a great ape, but it's head is missing. Where its head should be is only a square-shaped slot.

Wooden doors lead from this chamber to the east and the west. As you slowly make your way across the floor of the temple, you are startled as a gigantic shadow crosses overhead. Before you have time to see the cause of the shadow, an arrow slams into the column near your head. The arrow snaps against the hard stone and falls to the floor. A barely visible green substance can be seen dripping down the side of the column where the arrow hit. Cursing, you whirl to see two powerflly built native warriors advancing on you. These warriors are dark skinned, and their bodies are covered with intricate tattoo designs. Each has a bone through his nose, and except for a loincloth, they wear little else. The natives wield crude bows and arrows, and you notice with disgust that each wears a shrunken head around his neck. Calling to Crom, you lift your blade, screaming, "Die, dogs!"

The Crystal Ape--The encounter marker in this area represents the crystal ape. When the heroes enter area 2, a trap is triggered that causes a gigantic boulder to roll back and forth (see descriptions for area 2). The heroes will find a crystal ape head in area 2, east, and by placing this in the slot on the crystal statue, they can disable the rolling boulder trap. To place the head on the statue, the hero must be standing adjacent to the space with the encounter marker in area 1. They must then make a continuous prolonged Ranged (3) action to place the head back onto the statue. This action cannot be disrupted. A hero can also attempt to activate the disarming mechanism within the crystal ape statue using Melee (6) or Magic (6).

Important: When (and if) the heroes place the crystal ape head in the crystal statue, read the following:

With a thunderous roar, the boulder comes crashing back into the room. Clenching your teeth, you slide the ape head into the slot on top of the crystal statue. You hear a mighty rumbling sound, and the whole temple seems to shake. Dust and debris rain down on you, and you turn to see the center of the floor in this room crumble into darkness. No sooner has this pit in the floor opened, than the boulder plunges into it. You rush to the side of the pit to see the boulder smashing violently into the walls as it falls. After several seconds, you hear a great splash as the boulder drops into the murky depths of some underground body of water.

Place two, dual pit markers in the center of the main room of area 1 (so that, looking at the map for this quest, the pits would take up the four squares directlty between the skeleton and razorwing icons on the map). Heroes can now move around the perimeter of this room to access other areas of the temple, but any hero moving into the pit immediately dies. Any monster standing on a pit space when the pit is activated is immediately killed (even monsters who wre only partially occupying a pit space, such as a bane spider). Any hero occupying a pit space when the pits appear can roll 1 power dice. On a blank result, they can leap to safety (any open square next to the pit). If they fail this roll, they are killed. When the pit appears, complete the boulder's movement until it rolls completely into the pit (meaning all four spaces of the boulder token cover all four spaces of the pit tokens. Once this criteria is met, remove the boulder token from the board.

New Area

Area 2, East

As you open this door you hear a loud "click," followed by what sounds like the grinding of gears behind the walls. You look around cautiously and you find yourself standing in a dimly lit corridor with walls of stone. Vines creep along these walls along with the occasional tarantula. Dust falls from the low ceiling, and the floor and walls seem to vibrtate, though you're not sure why. Peering into the dusty darkness before you, the answer soon becomes clear as a gigantic, round boulder starts to roll toward you with a menacing rumble.

Reveal area 2, east and area 2, west spearately (for example: when a hero enters area 2, east, do not automatically reveal area 2, west until the charactes--or boulder--actually open that door). Start moving the boulder per the rules in Well of Darkness on the overlord's turn. The boulder ignores the wooden door leading to area 2, west, and when it reaches this door, it smashes right through it. Remove the door to area 2, west when this happens. The boulder will roll to the end of the corridor in area 2, west, where it hits a ramp and then rolls back across area 1 into area 2, east. The boulder will roll back and forth between area 2, east and area 2, west, infinetely until the heroes disable the trap by placing the crystal ape skull in the crystal statue in area 1 (for details, refer to instructions for area 1).

Important: When a hero is occupying the space with the encounter marker in area 2, east, read the following:

The boulder swishes past you with a dull roar. You creep back into the corridor, dreading the deadly return of the boulder when you see something glittering in the torchlight along the south wall of this tunnel. Moving closer, you see a crystal ape head tangled in the vines, and next to this is a golden key.

The player can immediately pick-up the ape head with no movement expendiature. This head can be taken back to area 1 to disable the rolling boulder (refer to instruction text for area 1 for details on this). The golden key opens the yellow, runelocked door in area 4. The blue door to the north of this area can be opened with the blue runekey found in area 2, west.

New Area

Area 2, West

As you open this door, you hear a loud "click," followed by what sounds like the grinding of gears in the walls. You look around in apprehension as dust begins to fall from the ceiling, making you choke and cough. You hear a dreadful rumble coming from the east.

By entering the east or west door to area 2, the boulder trap is triggered automatically (the overlord can also play other traps on these doors). If a hero enters area 2, east, this fact will become immediately clear. If a hero enters area 2, west, there are clues that a trap of this type has been activated, but the hero will not be fully aware of it initially.

On the overlord's turn, start moving the boulder as per the rules in Well of Darkness. The boulder will smash directly through the wooden doors in area 1 when it reaches them. The boulder will roll indefinately between it's starting point in area 2, east and the directional ramp in area 2, west until a hero disables the trap with the crystal ape skull in area 1 (refer to instruction text for area 1 for details on this process).

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This could be a precarious situation for the heroes if they enter area 2, west first, as they might be caught standing around in the corridor when the boulder comes rumbling right at them.

Important: If the heroes enter area 2, east after activating the boulder trap in area 2, west, then skip the primary description for area 2, east, and just read the description about finding the crystal ape head. If the heroes enter area 2, west after activating the boulder trap in area 2, east or after disabling the trap, skip the primary description for area 2, west (above), and just read the following:

The corridors in the eastern part of the temple are dank and musty. The walls are made of stone, and vines crawl along their cracked, gray surface, covering ancient picto-glyphs. The tunnel branches to the north and south. The north tunnel curves around a corner, and at the end of the tunnel you see a blue runekey lying on the floor.

New Area

Important:
When the heroes stand before the blue door and are ready to enter area 3, read the following:

Area 3

You stand before a large, circular door made of stone and covered with ancient runes and glyphs. You notice that some of the runes on the door match the runes on the blue key you found. You insert the key into a slot in the door, and with a massive rumble, the door begins rolling into the wall to the left.

The room beyond is a massive chamber with stone walls rising high above you to a domed ceiling. Vines and other vegitation cover much of the walls and floor of this room, and you can see great cracks in the ceiling where vines from the jungle have pushed through the stone to creep along the walls of this chamber. Along the west wall a great waterfall tumbles from a large, circular opening far up on the side of the wall. The waterfall cascades into a large, stone pool built into the floor. A fine spray from this waterfall splashes your face, and the sound of the cascading water fills the chamber. In the center of this chamber you see an ornate stone altar that glows with a dim, golden light. On the north wall, across a pit, you see a large, silver treasure chest sitting next to an ancient throne. An inanimate skeleton sits on this throne. The skeleton is garbed in ancient armor, and a gold crown encircles its head. The skeleton appears to have been an ancient king of a forgotten time, and this chamber is his tomb. Standing in the western corner of this room is a large statue made of blackened iron. This huge statue is that of a large, muscular man, but you note with concern that long claws extend from the statue's fingers and great ram's horns curl from the sides of the head. You cautiously enter the chamber and peer down into one of the many pits in the floor. You cannot see the bottom of the pit, but somewhere far, far below, you hear the sound of running water, indicating a subterranean river flows underneath the temple. Over the sound of the water you strain your ears to hear another sound. You can just make out a strange gibbering, as if many mouths uttered a blasphemous chant in an alien tongue. Fear creeping up your spine, you grip your sword more tightly and look around the rest of the chamber. You realize that the long dead king is not alone in this his final resting place, as great apes and other strange jungle creatures stalk toward you from the darkness.

Pits: The pits in this room are not normal, and any hero falling into one of these pits is immediately killed.

Golem: The golem in this room is just a statue initially and cannot be interacted with. However, if a hero pulls the right lever on the throne (see below), the statue comes to life and attacks.

Waterfall and pool: This feature in the room is represented by the water marker on the west side of the chamber. Initially this area is impassible. Once the heroes pull one of the levers on the throne, the waterfall stops and the pool drains, revealing a secret passage beyond.

Altar of Good: A hero can activate the altar of good as per the rules described in the Altar of Despair expansion. The dual stone blocks in the center of this room represent the altar of good. If you own the Altar of Despair expansion, you can use the actual altar token. Otherwise, supplement the token with a dual stone marker. Once the altar is activated, the stone block on the eastern wall of the map, adjacent to the razorwing and sorcerer icons, is removed and is replaced with a green staircase that leads to area 4. The description for this event is as follows:

The stone altar is covered in ancient runes, and you see many symbols that are similar to modern images of the god Mitra. You kneel before the altar and are suprised to see the dim golden glow coming from it growing brighter. There is a sudden flash of light (all heroes standing adjacent to the altar are healed to their starting health, and any hero not adjacent to the altar is healed of three health, up to his starting health--this is a one time effect). You stand, rubbing your eyes, when you suddenly hear a loud explosion and the crumbling of rock. You turn to see the stone column along the east wall disappear in a spray of stone. Behind this column you see a set of stairs leading down into darkness.

Important: When a hero stands on the encounter marker in this room, read the following:

This is the throne of the ancient king. The throne is made of stone and ornately decorated with patterns of gold and jewels. A large chest, overflowing with treasure, rests to the side of the throne. You look into the empty eye sockets of the ancient king, wondering who he was. An exotic golden crown, encrusted with jewels rests atop the kings head where whispy strands of hair still cling like spiderwebs. Frowning, you observe that a necklace made of human finger bones adorns the king's neck, and on his rusted breast plate is a strange, circular image. Looking at this image more closely, you see it is a circle with three eyes in its center and tentacles radiating from it. You feel a sinister presence eminating from the ancient king and his throne, and you turn to leave him to his eternal rest. As you turn, however, you see two strange devices on either side of the throne. These are levers made of bone and each is adorned with a human skull.

If the heroes open the silver chest of treasure before encountering the ancient king, the bones of the skeleton stir, but its head falls off and rolls into the pit where it is lost. The golden crown is lost with the skull, but the ancient king will not reanimate.

If the heroes encounter the skeleton before the silver chest, they can take the golden crown at the cost of one movement point. If the heroes try to remove the gold crown from the skeleton, they each receive 100-coins, but the skeleton reanimates. Use an appropriate miniature, and the statistics for the skeleton king will be those of a master dark priest with the undying ability.

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At any time, before or after the ancient king reanimates, a hero can pull either of the levers on the throne. If a hero indicates he wishes to pull a lever, ask him to identify which lever he wants to pull. A lever can be pulled at the cost of one movement point. In addition to the effects of pulling a lever described below, one of the levers also causes the waterfall to stop and the pool of water on the west side of the chamber to drain. Which lever causes this effect is determined randomly each time the quest is played. When a hero pulls a lever, roll one power dice. On a power enhancement, that lever shuts-off the waterfall. If the player rolls a surge or a blank, then the opposite lever shuts-off the waterfall. Once the waterfall is shut-off, the pool at the base of the waterfall drains. Remove the water marker and put a dual pit marker in it's place. The corridor beyond is now accessible.

Important: If a hero pulls the left lever, read the following:

As you pull the lever, you hear a rumbling deep within the earth, and the whole room shakes violently. Parts of the ceiling break away and crash to the floor, scattering stone in every direction. The rumbling grows louder and louder, and suddenly, over the intense rumbling sound, you hear something else. Turning toward the pit on the western side of the chamber, you hear the same gibbering voices you heard before, but much louder and closer. Something from beneath the temple is climbing out of the pit. Eyes wide in horror you ready your weapon for whatever crawls forth. Shortly you see flailing tentacles emerge from the pit, followed by a mass of writhing gray flesh out of nightmare. The unholy thing lumbers out of the pit on cloven hooves, and it's body is covered in inhuman eyes and gibbering maws. In the eyes of this blasphemy are reflected all the dark and infernal knowledge of secrets man was not meant to know.

Place a chaos beast adjacent to and touching the pit marker on the west side of this chamber, just to the left of the blue door. If these spaces are occupied by monsters, the monsters are immediately destroyed. If these spaces are occupied by heroes, each hero is knocked back three squares to an empty space and they each receive one wound, ignoring armor. If a hero moves the left lever back into place, there is no further effect.

Important: If a hero pulls the right lever, read the following:

The lever is tight, and you have to place both hands on it and pull with all your might to release it. With a disturbing grinding sound, the lever slowly comes forward. Suddenly an infernal roar rips through the air behind you. Snatching up your weapon you whirl to see the demonic statue in the corner of the room moving toward your companions. Gasping, you throw the lever back into place, but to no effect. Eyes wide with astonishment, you watch as the iron colossus stomps across the room shrieking hellish blasphemies in a dark tounge. The statue's eyes glow with a sinister green light, and its body creaks with metallic screeches as it moves.

Important: Once the waterfall is shut-off, read the following (in conjunction with the appropriate text above):

You also hear a mighty splash to your right. Turning, you see that with a final downpour, the waterfall pouring out of the west wall abruptly stops. The pool the waterfall was running into slowly swirls into the floor with a loud gurgling noise. All that is left behind is a large pit.

The pit left behind along the west wall is like the other pits in this room...if a hero or monster falls into it, they are immediately killed.

New Area

Important:
When a hero enters the stairs on area 3, read the following:

Area 4

The stairs spiral down into darkness. As you descend the stairs, you feel a slight breeze blowing up past your face. You cringe, smelling the stench of rot and decay on the breeze.

Eventually you come to a chamber covered in human bones. A gigantic snake, one of the dark servants of Set, is coiled in apparent slumber in the center of the room. The room is also filled with treasures. To your right you see a red key lying amongst the bones on the floor. Along the north wall you see a silver treasure chest, and on the west wall you see a small stone pedestal with a gleaming sword sticking upright out of it. This sword, like the altar in the room above, glows with a dim, golden light.

The heroes can attempt to move about this chamber without waking the naga. A hero must roll one power dice for EVERY space they enter. If they roll a blank on this dice, the naga awakens and will attack on the ovorlords next turn. Heroes with skills in subterfuge can re-roll this dice a number of times equal to the number of subterfuge skills they have. For example: if a hero has two subterfuge skills and he rolls a blank on his power dice roll, he can make up to two re-rolls per move for a better result. When a hero opens the silver chest or when he picks up the Blade of Light, he must roll two power dice to see if the naga is awakened. If a blank appears on either of these dice, the naga awakens. A hero may re-roll ONE of these dice for every skill he has in subterfuge (as described above).

If a hero occupies the encounter marker in this room, give him the Blade of Light card and token and have him roll two power dice as described above to see if the naga awakens. The naga in this room is a regular naga. The naga can be the only monster in this room. Do not spawn additional monsters in this room, and monsters from other areas of the temple will not descend the stairs to this room.

When a hero opens the silver chest, if the chest is chest 2, there are two curses in the chest. The overlord can collect from these curses as per the rules of Descent, or he can decide to immediately spend them to awaken the naga.

New Area

Area 5

You stand before a great stone door carved with the image of a roaring ape's head. In the ape's mouth you see a small slot, and you place the red key you found into this slot and turn it. With a rough grinding sound, the door slides into the wall, revealing the chamber beyond.

The chamber is made of stone, like the other chambers in this temple, but the floor is made of polished, green marble. Creeping vines cover the walls, and the ceiling, rising high above you, is broken in places where vines have pushed through, and beyond the holes in the ceiling you see stars in the night sky. A sinister chanting reaches your ears, and you see a jungle shaman, covered in tribal tattoos and wearing an ornate, feathered headress, chanting in the corner of the room. Suddenly, over the sound of the shaman's chants, you hear the ferocious shrieks of apes, and you turn to see two great gorillas lumber toward you. One stands erect and beats its powerful chest, challanging you to combat. You grin. You have faced worse than these beasts in this accursed temple. Striding into the chamber, readying your blade, you

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are stopped in your tracks as the floor shakes and a loud thud is heard. Peering ahead into the darkness you sense another presence. There before you is a gruesome altar made of bone and covered with human skin. Skulls surround the altar, and red and black candles burn dimly, dripping wax onto the hideous structure. You can make out a form standing behind the altar, and as you get closer, you see shaggy hair. Still, you cannot make out the form. Eventually your eyes adjust to the dark better and you see that the hair is not a beast, but a leg. The leg is attached to some form that is much bigger. You slowly look up and see that the leg is attached to a gigantic ape, larger than any beast you have ever seen. The enormous ape looms over you, fury and an abominable intelligence reflected in it's eyes. You know that it was this huge form you saw on the beach. It was this monster that tore your men limb from limb. This knowledge drives your supernatural fears from your mind, and crying out to Crom, you charge ahead, swearing death on any man or beast that gets in your way. With an ear splitting scream, the great ape leaps to meet your attack. In a whirlwind of flashing steel and hairy, pummeling arms, the battle is joined. .

The altar of evil in this room may be used by the overlord as per the rules in the Altar of Despair expansion. Once the altar is activated, any monster adjacent to the altar receives +2 to its armor rating. The dual stone blocks in the center of this room represent the altar of evil. If you own the Altar of Despair expansion, use the actual evil altar token. Otherwise, you can improvise using the dual stone block token.

Important: When the Avatar of Gullah is killed, any enemies remaining flee the temple. Read the following:

The great ape falls to the floor, spiting out blood. With a shudder, it's massive form lies still. With a heavy sigh you tend to your wounds. You and your companions gather as much treasure as you can carry and you head into the transport glyph in this chamber to travel back to the nearby village. Once there you bargain to re-supply your vessel. After several days rest, you are fully recovered and you head back to your ship.

Once aboard, The Kestral sets sail for friendlier waters. That thought fills you with mirth. You pull the fair skinned, buxom beauty you met in the village to your side. The woman snuggles close and gives you a golden goblet filled with wine. You slap the maid on her shapely behind and drink deep, thinking that to buccaneers, there are no friendly waters. Still, you'll head north where there is plunder to be had and glory to be gained, through blood and steel, by Crom!

As The Kestral clears the mouth of the river and floats into the deep blue waters of the Western Ocean, a warm tropical breeze rises, scenting the air with the salty smell of seawater. Your heart is filled with the wanderlust of the barbarian and you bellow to your crew, "Raise sail dogs! There's no more plunder to be found in these cursed, demon haunted jungles." As the sun dips below the waters of the Western Ocean, making the waters appear to flame and burn, the first stars of night twinkle into existence. The Kestral and her crew sail into the night, beyond the sunset, bound for new lands and new adventures.

--Fin--

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